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1 [Poster session 1: The virtual haptic back for palpatory training](#)



Robert L. Williams, Mayank Srivastava, John N. Howell, Robert R. Conatser, David C. Eland, Janet M. Burns, Anthony G. Chila

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Publisher: ACM Press

Full text available: [pdf\(188.83 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper discusses the Ohio University Virtual Haptic Back (VHB) project, including objectives, implementation, and initial evaluations. Haptics is the science of human tactile sensation and a haptic interface provides force and touch feedback to the user from virtual reality. Our multimodal VHB simulation combines high-fidelity computer graphics with haptic feedback and aural feedback to augment training in palpatory diagnosis in osteopathic medicine, plus related training applications in ...

Keywords: PHANTOM, haptics, palpatory diagnosis, training, virtual haptic back

2 [Multimodal technologies: Design and implementation of virtual environments training of the visually impaired](#)



D. Tzovaras, G. Nikolakis, G. Fergadis, S. Malasiotis, M. Stavrakis

July 2002 **Proceedings of the fifth international ACM conference on Assistive technologies**

Publisher: ACM Press

Full text available: [pdf\(934.60 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents the virtual reality applications developed for the feasibility study tests of the EU funded IST project ENORASI. ENORASI aims at developing a highly interactive and extensible haptic VR training system that allows visually impaired people, especially those blind from birth, to study and interact with various virtual objects. A number of custom applications have been developed based on the interface provided by the CyberGrasp haptic device. Eight test categories were identified ...

Keywords: haptics, training, virtual environments, visually impaired

3 [Immersive VR decision training: telling interactive stories featuring advanced virtual human simulation technologies](#)



Michal Ponder, Bruno Herbelin, Tom Molet, Sebastien Schertenlieb, Branislav Ulicny, George Papagiannakis, Nadia Magnenat-Thalmann, Daniel Thalmann

May 2003 **Proceedings of the workshop on Virtual environments 2003 EGVE '03**

Publisher: ACM Press

Full text available: [pdf\(3.82 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Based on the premise of a synergy between the interactive storytelling and VR training simulation this paper treats the main issues involved in practical realization of an immersive VR decision training system supporting possibly broad spectrum of scenarios featuring interactive virtual humans. The paper describes a concrete concept of such a

system and its practical realization example.

Keywords: decision training, immersive VR, interactive storytelling, virtual human simulation

4 Eye gaze patterns differentiate novice and experts in a virtual laparoscopic surgery training environment



Benjamin Law, M. Stella Atkins, A. E. Kirkpatrick, Alan J. Lomax

March 2004

Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications

Publisher: ACM Press

Full text available: pdf(2.54 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Visual information is important in surgeons' manipulative performance especially in laparoscopic surgery where tactual feedback is less than in open surgery. The study of surgeons' eye movements is an innovative way of assessing skill, in that a comparison of the eye movement strategies between expert surgeons and novices may show important differences that could be used in training. We conducted a preliminary study comparing the eye movements of 5 experts and 5 novices performing a one-handed a ...

Keywords: eye tracking, laparoscopic surgery, virtual training environment

5 Tracking: Binocular eye tracking in VR for visual inspection training



Andrew T. Duchowski, Eric Medlin, Anand Gramopadhye, Brian Melloy, Santosh Nair

November 2001

Proceedings of the ACM symposium on Virtual reality software and technology

Publisher: ACM Press

Full text available: pdf(457.13 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents novel software techniques for binocular eye tracking within Virtual Reality and discusses their application to aircraft inspection training. The aesthetic appearance of the environment is driven by standard graphical techniques augmented by realistic texture maps of the physical environment. The user's gaze direction, as well as head position and orientation, are tracked to allow recording of the user's fixations within the environment. Methods are given for (1) integration o ...

6 Full Technical Papers: Lessons learned in modeling schizophrenic and depressed responsive virtual humans for training



Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn

January 2003

Proceedings of the 8th international conference on Intelligent user interfaces

Publisher: ACM Press

Full text available: pdf(355.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes lessons learned in developing the linguistic, cognitive, emotional, and gestural models underlying virtual human behavior in a training application designed to train civilian police officers how to recognize gestures and verbal cues indicating different forms of mental illness and how to verbally interact with the mentally ill. Schizophrenia, paranoia, and depression were all modeled for the application. For linguistics, the application has quite complex language grammars th ...

Keywords: agents, behavior modeling, interaction skills training, managing encounters with the mentally ill, responsive virtual humans

7 Two hands are better than one: The haptic hand: providing user interface feedback with the non-dominant hand in virtual environments



Luv Kohli, Mary Whitton

May 2005

Proceedings of the 2005 conference on Graphics interface GI '05

Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(222.62 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

We present a user interface for virtual environments that utilizes the non-dominant hand to provide haptic feedback to the dominant hand while it interacts with widgets on a virtual control panel. We believe this technique improves on existing prop-based methods

of providing haptic feedback. To gauge the interface's effectiveness, we performed a usability study. We do not present a formal comparison with prior techniques here. The goal of this study was to determine the feasibility of using the ...

Keywords: 3D user interfaces, bimanual interaction, haptics, virtual environments, virtual reality

8 [A virtual reality-based exercise program for stroke rehabilitation](#)



David Jack, Rares Boian, Alma Merians, Sergei V. Adamovich, Marilyn Tremaine, Michael Recce, Grigore C. Burdea, Howard Poizner

November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies**

Publisher: ACM Press

Full text available: [pdf\(837.79 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: CyberGlove, Rutgers Master II, haptic glove, rehabilitation, stroke, virtual reality

9 [An approach for designing virtual environment training systems](#)



Mark S. Schlager

April 1994 **Conference companion on Human factors in computing systems**

Publisher: ACM Press

Full text available: [pdf\(273.64 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#)

10 [Vibrotactile feedback in delicate virtual reality operations](#)



Li-Te Cheng, Rick Kazman, John Robinson

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: [pdf\(794.07 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: user interface, vibrotactile feedback, virtual reality

11 [Simulation education: Perspectives on simulation in education and training: virtual environments for the training of maintenance and service tasks](#)

Eberhard Bluemel, Axel Hintze, Torsten Schulz, Marco Schumann, Stefan Stuering

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Publisher: Winter Simulation Conference

Full text available: [pdf\(442.84 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents an interactive, virtual reality based training environment specifically developed to support training of maintenance procedures of complex technical equipment. The architecture of the system will briefly be described. Moreover, the paper explains the different training modes that allow for adapting the training environment to the trainee's knowledge and determine the level of interactivity. A short glimpse is given to the scenario author's work. Finally, an example scenari ...

12 [1-2 VRC in bio & medical sciences: A haptic needle manipulation simulator for chinese acupuncture learning and training](#)



Pheng-Ann Heng, Tien-Tsin Wong, Ka-Man Leung, Yim-Pan Chui, Hanqiu Sun

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**

Publisher: ACM Press

Full text available: [pdf\(336.18 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a haptic needle manipulation simulator for Chinese acupuncture learning and training. Students can learn and practise acupuncture in the proposed 3D interactive virtual environment that supports force feedback interface for needle insertion.

So that, students not only "see" but also "touch" the virtual patient. With the high performance computers, highly informative and flexible visualization of acupuncture points of various related meridian and collateral can be highlighted ...

13 Learning technologies: Virtual environments for social skills training: the importance of scaffolding in practice



Steven J. Kerr, Helen R. Neale, Sue V. G. Cobb

July 2002

Proceedings of the fifth international ACM conference on Assistive technologies

Publisher: ACM Press

Full text available: pdf(696.22 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Virtual Environments (VE's) offer the potential for users to explore social situations and 'try out' different behaviour responses for a variety of simulated social interactions. One of the challenges for the VE developer is how to construct the VE to allow freedom of exploration and flexibility in interactive behaviour, without the risk of users deliberately or inadvertently missing important learning goals. Scaffolding embedded within the VE software can aid the user's learning in different contexts ...

Keywords: Virtual Environments, autism, scaffolding of learning, social skills training

14 Pervasive computing and virtual reality: Adding haptic feedback to engineering simulation

J. Shi, I. A. Oraifige, F. R. Hall

September 2003

Proceedings of the 1st international symposium on Information and communication technologies ISICT '03

Publisher: Trinity College Dublin

Full text available: pdf(179.40 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the experimental work on engineering simulation using virtual reality techniques with haptic feedback. The role of haptic modality in a VR system and its potential have been investigated. In this paper, a low cost attempt to generate haptic feedback in a VR system is discussed.

15 Virtual teams: a review of current literature and directions for future research



Anne Powell, Gabriele Piccoli, Blake Ives

February 2004

ACM SIGMIS Database, Volume 35 Issue 1

Publisher: ACM Press

Full text available: pdf(464.47 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Information technology is providing the infrastructure necessary to support the development of new organizational forms. Virtual teams represent one such organizational form, one that could revolutionize the workplace and provide organizations with unprecedented levels of flexibility and responsiveness. As the technological infrastructure necessary to support virtual teams is now readily available, further research on the range of issues surrounding virtual teams is required if we are to learn how ...

Keywords: IS teams, computer mediated communication, distributed collaborative work, virtual teams

16 Designing for individuals with hearing impairment: Wizard-of-Oz test of ARTUR: a computer-based speech training system with articulation correction



Olle Bälter, Olov Engwall, Anne-Marie Öster, Hedvig Kjellström

October 2005

Proceedings of the 7th international ACM SIGACCESS conference on Computers and accessibility Assets '05

Publisher: ACM Press

Full text available: pdf(783.16 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This study has been performed in order to test the human-machine interface of a computer-based speech training aid named ARTUR with the main feature that it can give suggestions on how to improve articulation. Two user groups were involved: three children aged 9-14 with extensive experience of speech training, and three children aged 6. All children had general language disorders. The study indicates that the present interface is usable without prior training or instructions, even for the younger ...

Keywords: Wizard-of-Oz, computer-based speech training system, user interface

17 Multimodal technologies: Multimodal virtual reality versus printed medium in visualization for blind people



Wai Yu, Stephen Brewster

July 2002

Proceedings of the fifth international ACM conference on Assistive technologies

Publisher: ACM Press

Full text available: pdf(859.83 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we describe a study comparing the strengths of a multimodal Virtual Reality (VR) interface against traditional tactile diagrams in conveying information to visually impaired and blind people. The multimodal VR interface consists of a force feedback device (SensAble PHANTOM), synthesized speech and non-speech audio. Potential advantages of the VR technology are well known however its real usability in comparison with the conventional paper-based medium is seldom investigated. We ha ...

Keywords: assistive technology, haptics, human computer interaction, multimodal interface, virtual reality

18 An experimental study on the role of touch in shared virtual environments



Cagatay Basdogan, Chih-Hao Ho, Mandayam A. Srinivasan, Mel Slater

December 2000

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 7

Issue 4

Publisher: ACM Press

Full text available: pdf(440.05 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Investigating virtual environments has become an increasingly interesting research topic for engineers, computer and cognitive scientists, and psychologists. Although there have been several recent studies focused on the development of multimodal virtual environments (VEs) to study human-machine interactions, less attention has been paid to human-human and human-machine interactions in shared virtual environments (SVEs), and to our knowledge, no attention paid at all to what extent the addi ...

Keywords: copresence, force feedback devices, haptic interaction, shared virtual environments

19 Eyes on interaction: Use of eye movements as feedforward training for a synthetic aircraft inspection task



Sajay Sadasivan, Joel S. Greenstein, Anand K. Gramopadhye, Andrew T. Duchowski

April 2005

Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM Press

Full text available: pdf(5.79 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Aircraft inspection is a vital element in assuring safety and reliability of the air transportation system. The human inspector performing visual inspection of an aircraft is the backbone of this process and training is an effective strategy for improving their inspection performance. Previous studies have shown offline feedback training to be effective in improving subsequent visual inspection performance. Because experienced inspectors are known to adopt a better inspection strategy than novic ...

Keywords: eye tracking, virtual reality, visual search

20 Symmetric and asymmetric action integration during cooperative object manipulation in virtual environments



Roy A. Ruddle, Justin C. D. Savage, Dylan M. Jones

December 2002

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 9

Issue 4

Publisher: ACM Press

Full text available: pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Cooperation between multiple users in a virtual environment (VE) can take place at one of three levels. These are defined as where users can perceive each other (Level 1),





individually change the scene (Level 2), or simultaneously act on and manipulate the same object (Level 3). Despite representing the highest level of cooperation, multiuser object manipulation has rarely been studied. This paper describes a behavioral experiment in which the *piano movers' problem* (maneuvering a large ob ...

Keywords: Virtual environments, object manipulation, piano movers' problem, rules of interaction

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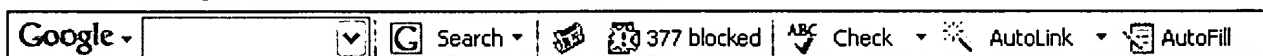
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